09693559 - 111901

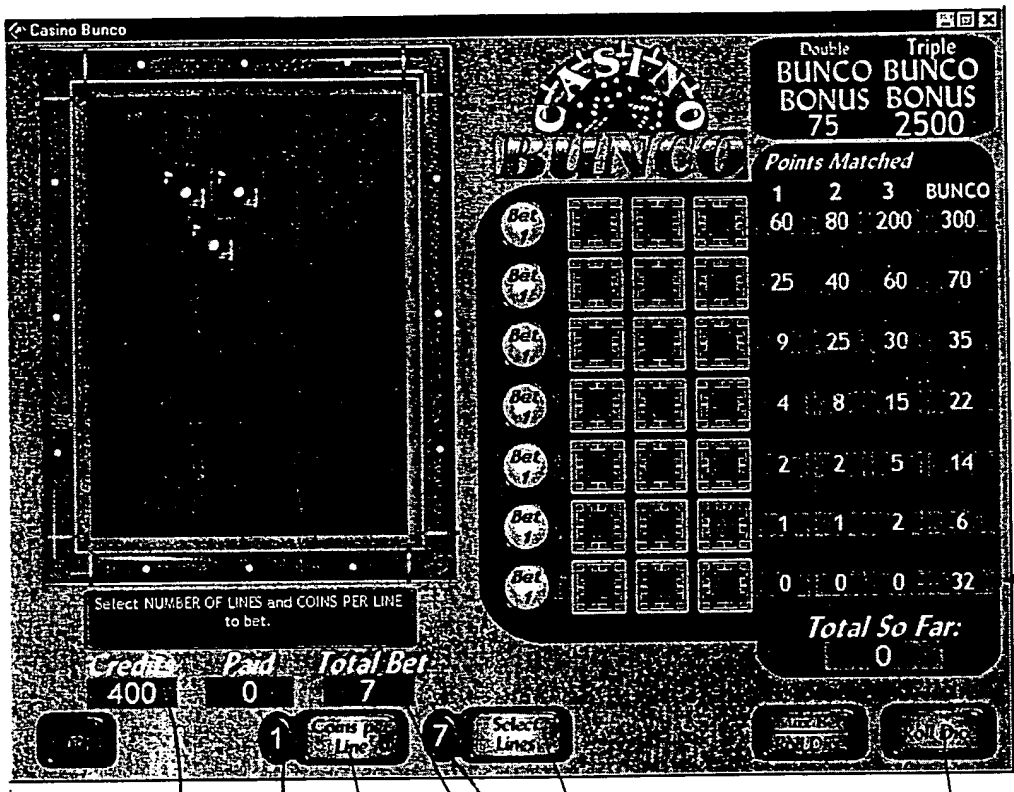

Figure 1

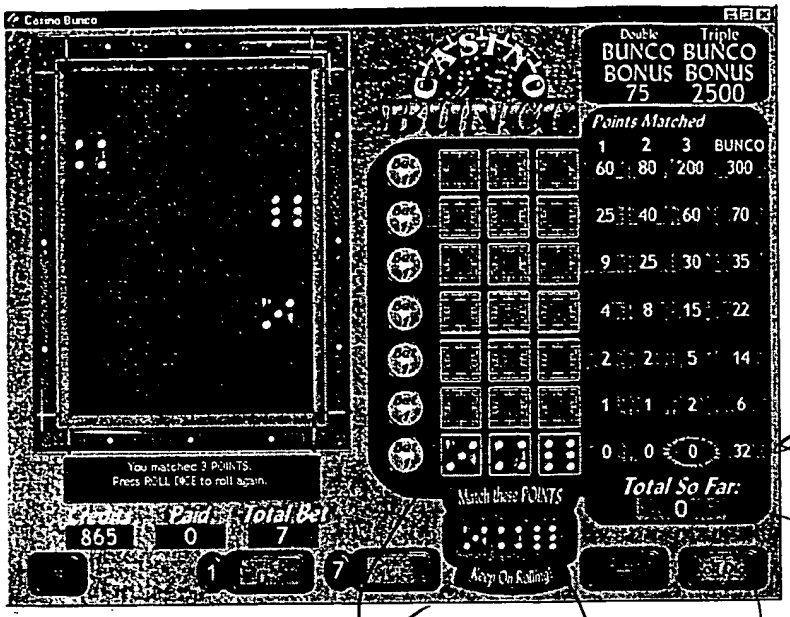

Figure 2

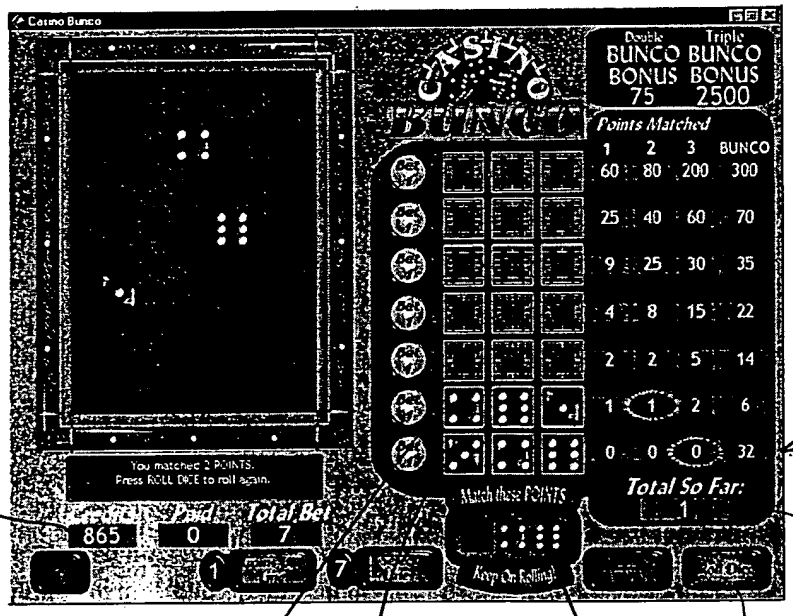

Figure 3

FOSTER-95959600

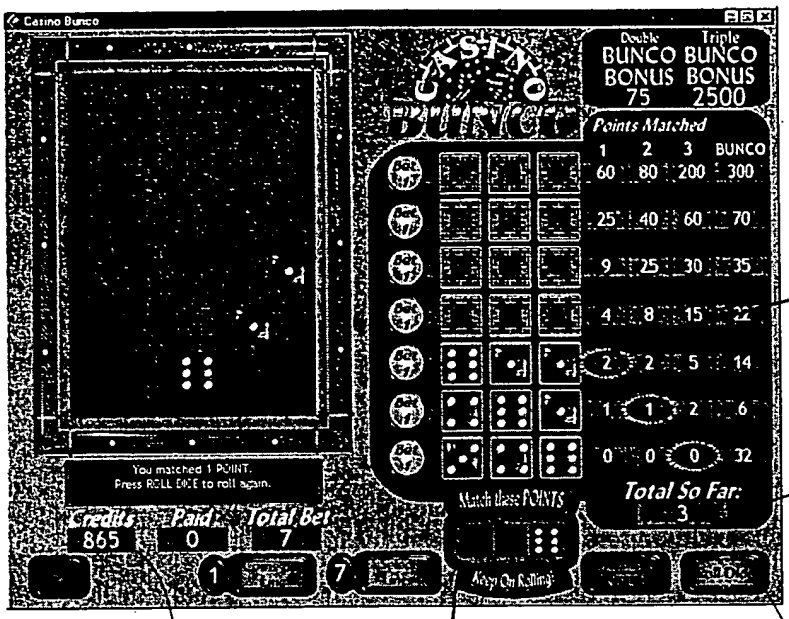

Figure 4

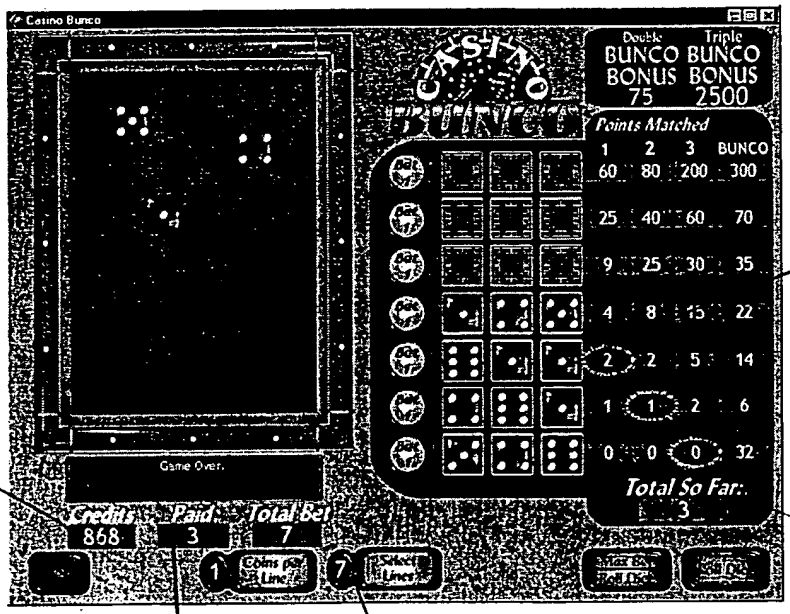

Figure 5

US 6,599,193 B2

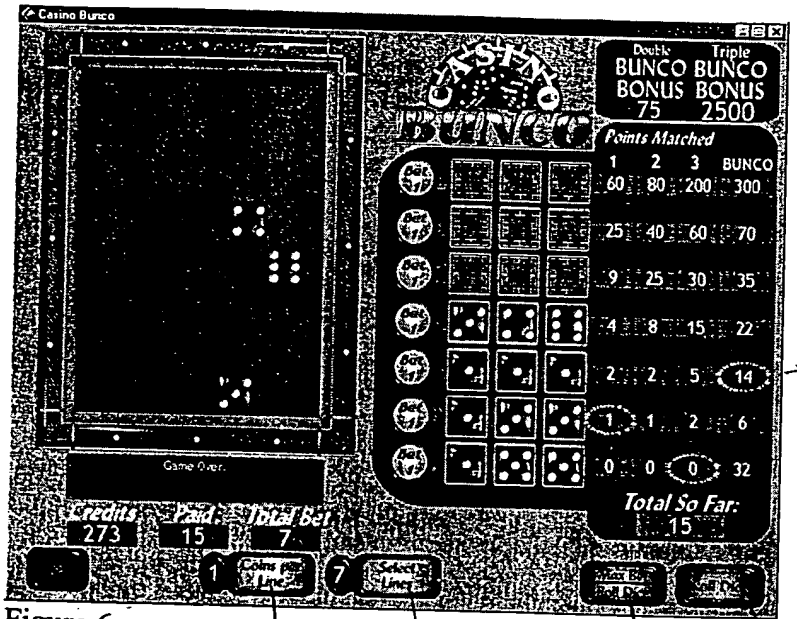

Figure 6

EGT-6536

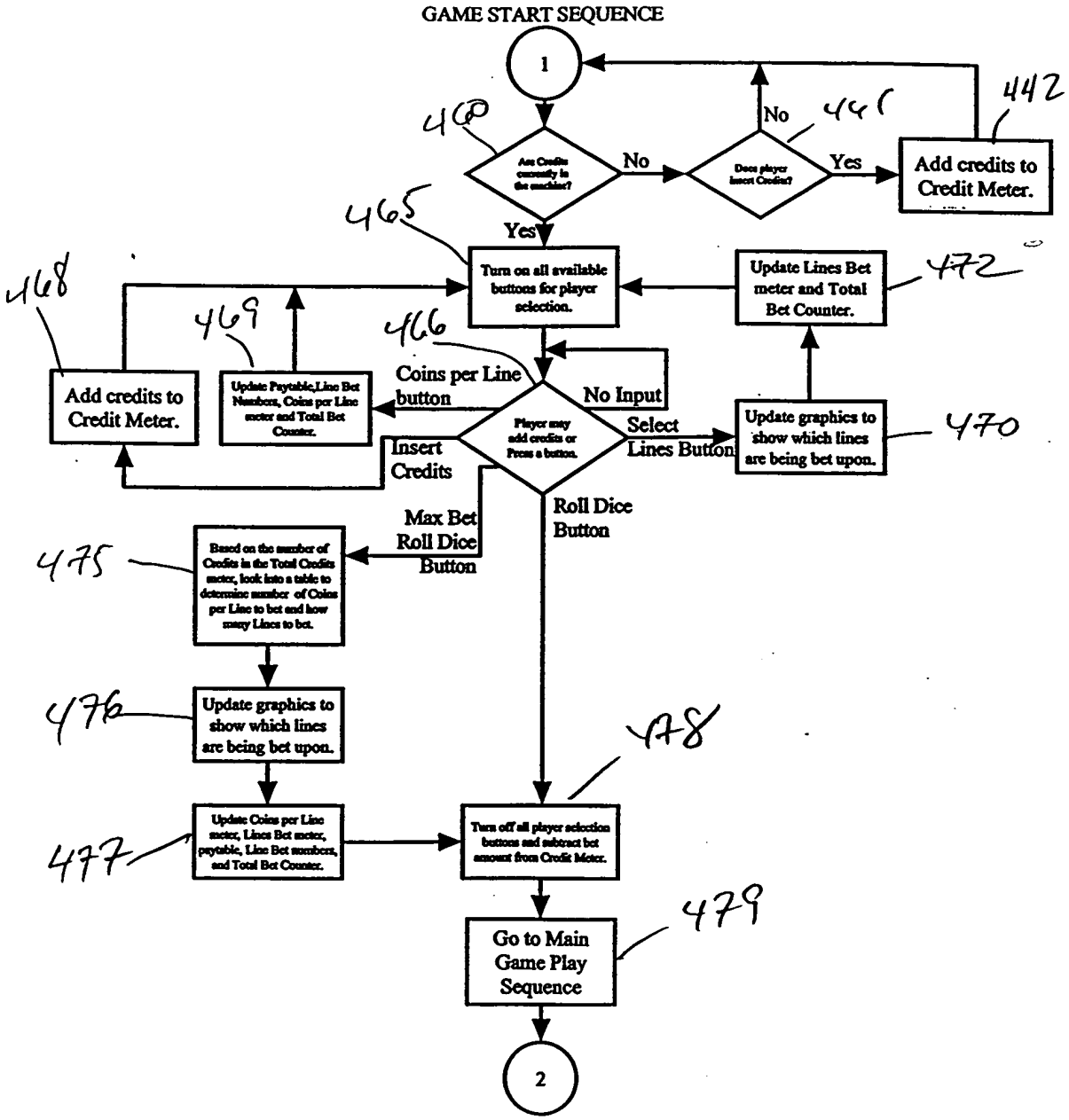

Figure 7A

MAIN GAME PLAY SEQUENCE

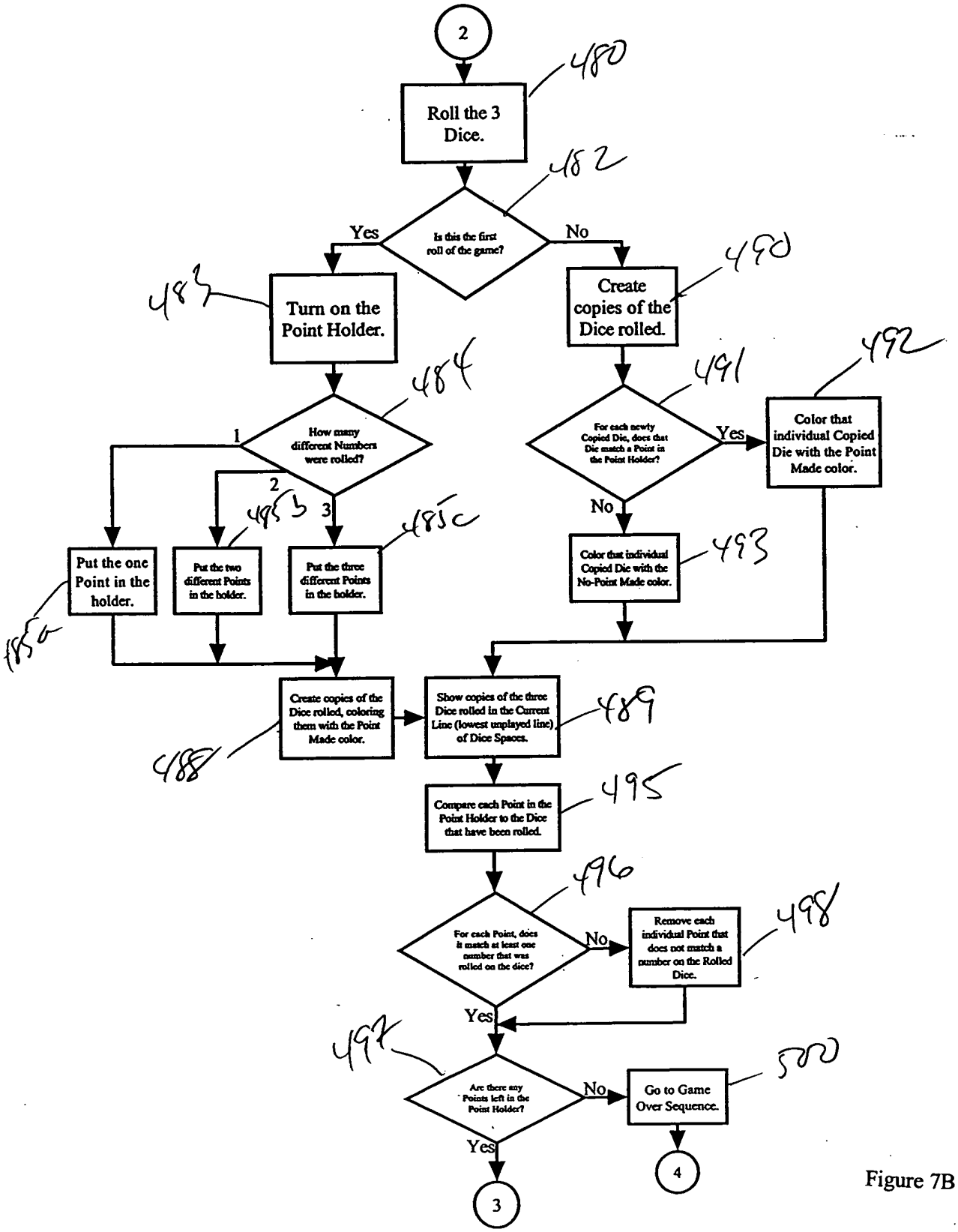

Figure 7B

US 6,569,015 B1

MAIN GAME PLAY SEQUENCE (cont.)

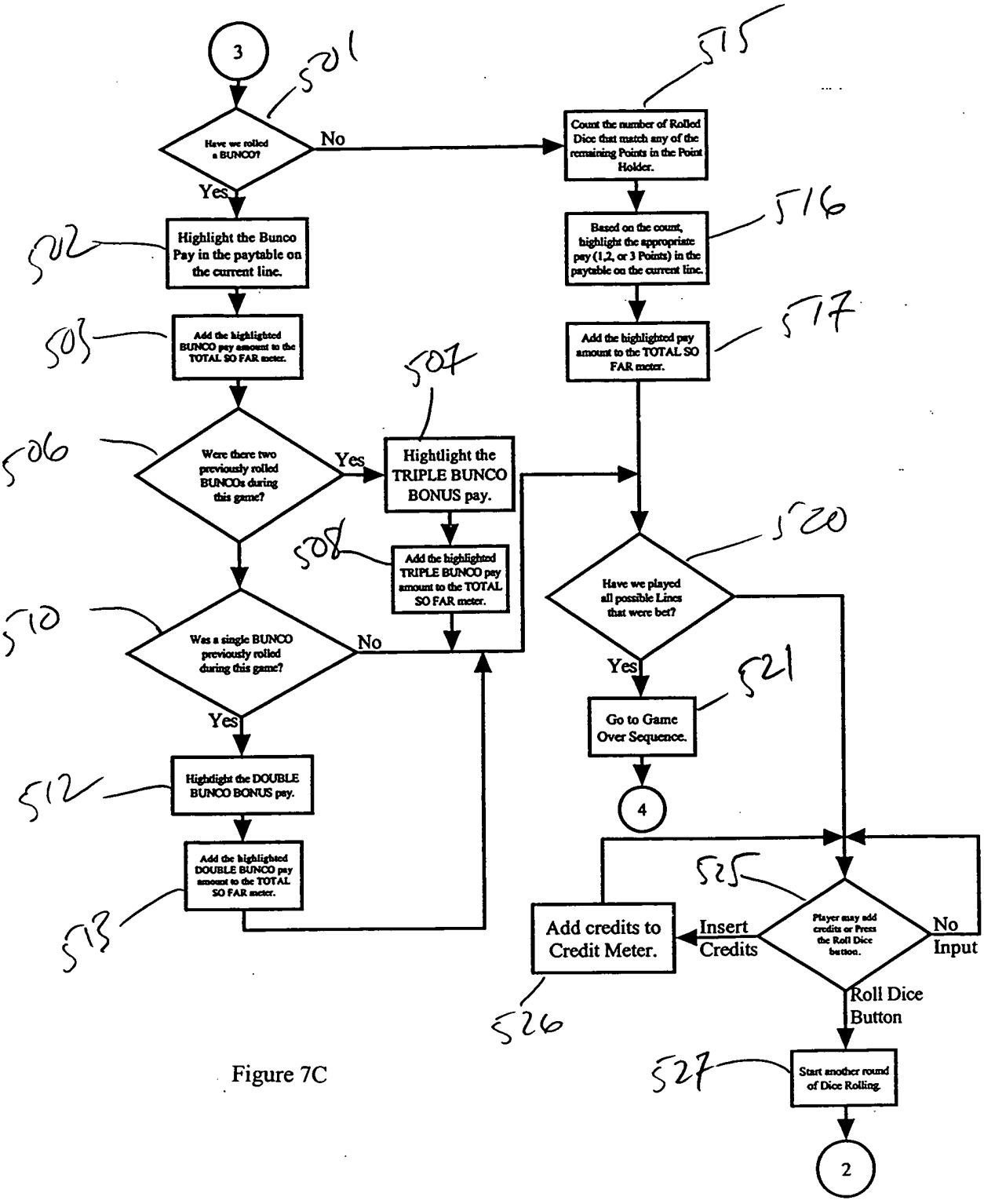

Figure 7C

US 6,569,015 B2

GAME OVER SEQUENCE

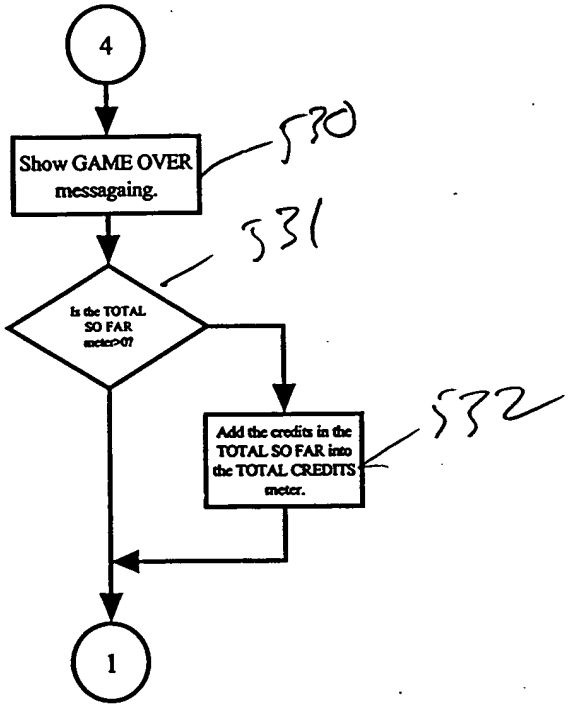

Figure 7D

6,971,956

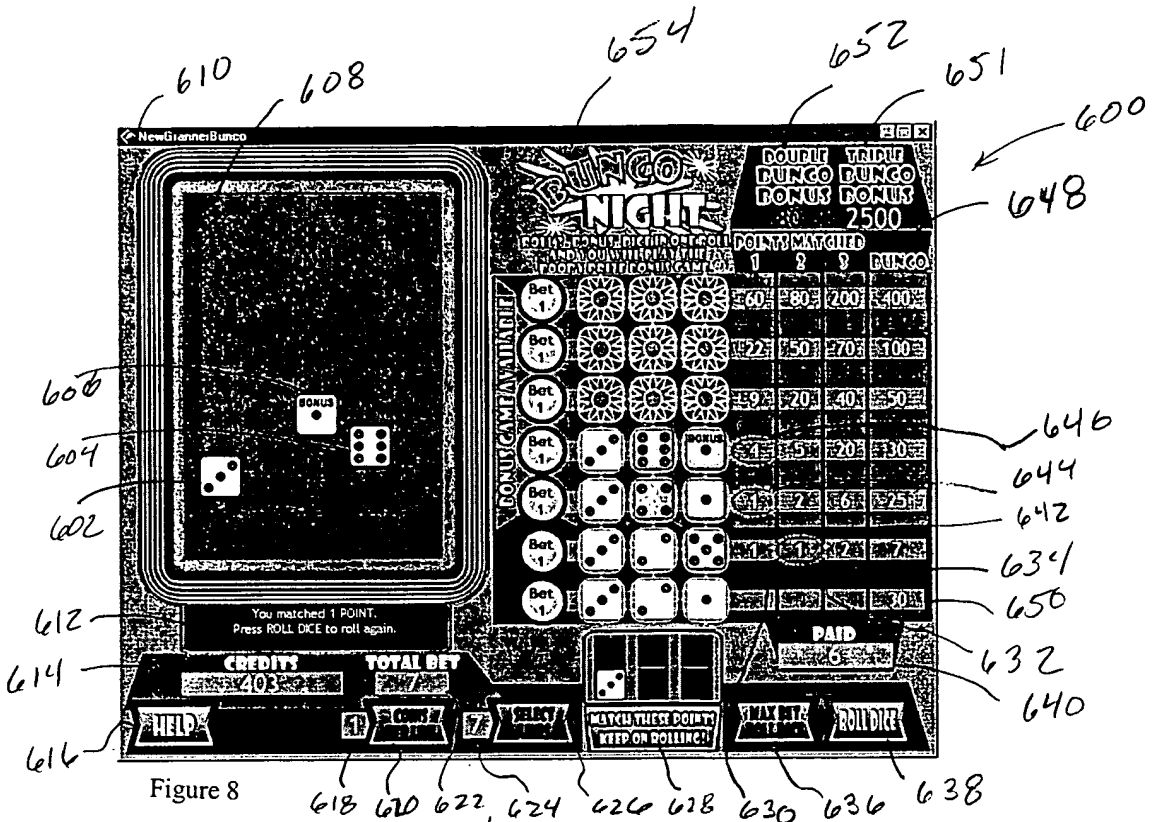

Figure 8

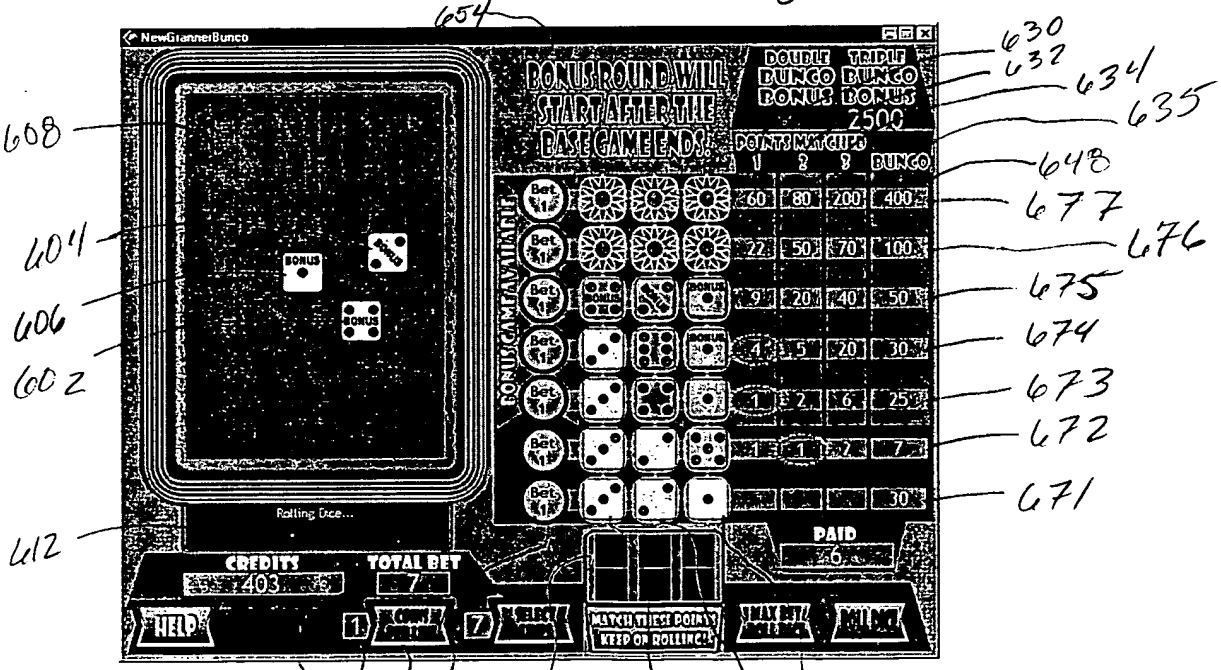

Figure 9

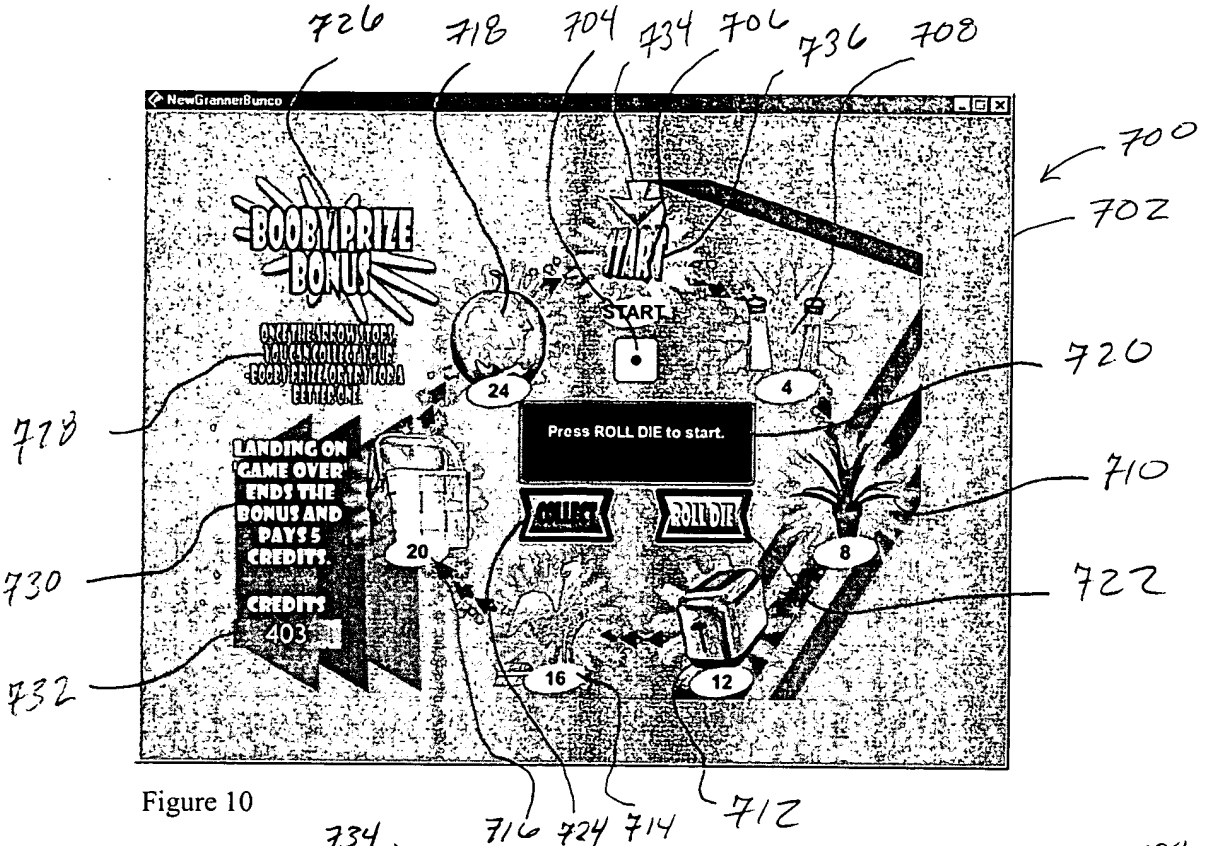

Figure 10

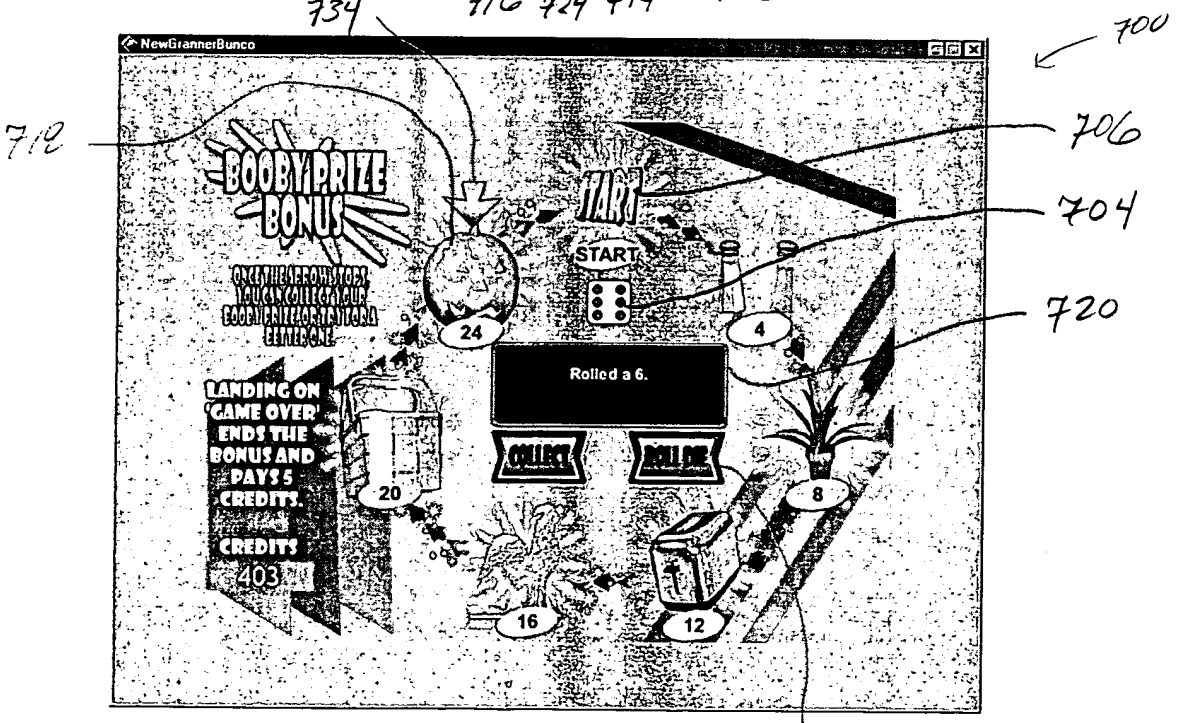

Figure 11

10015556.060501

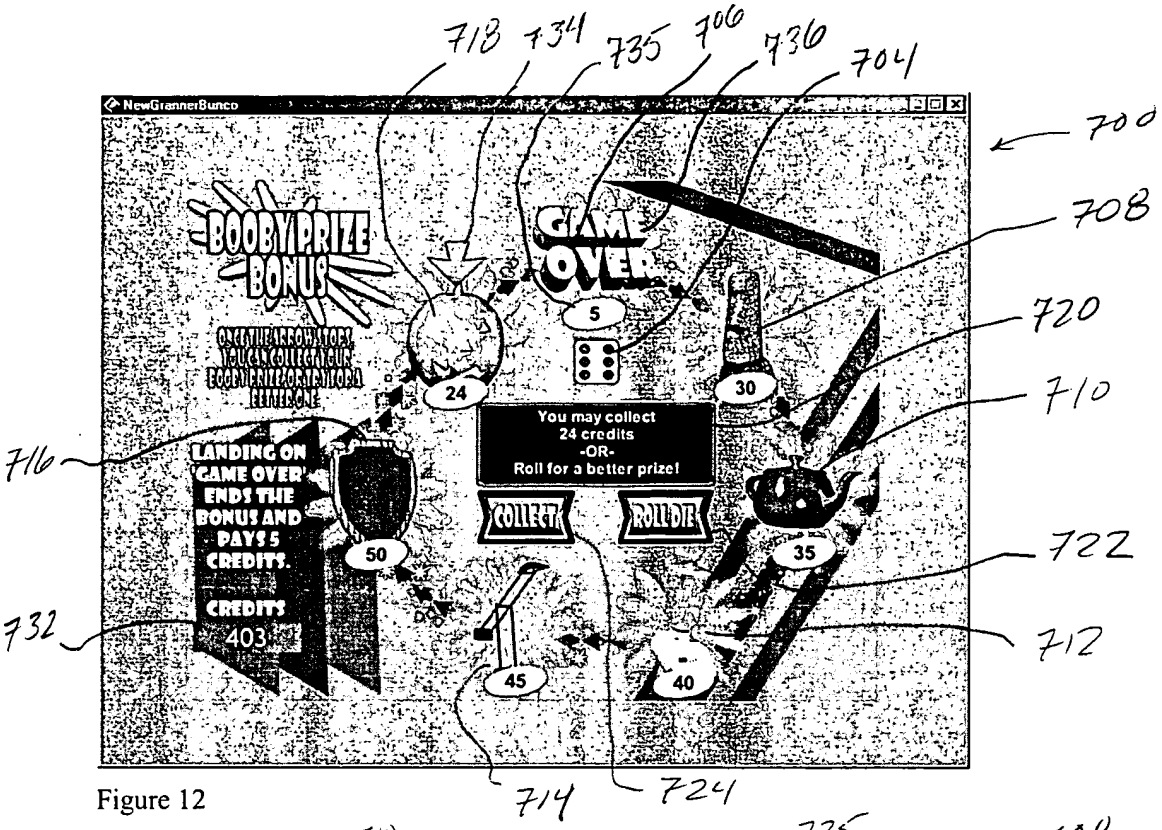

Figure 12

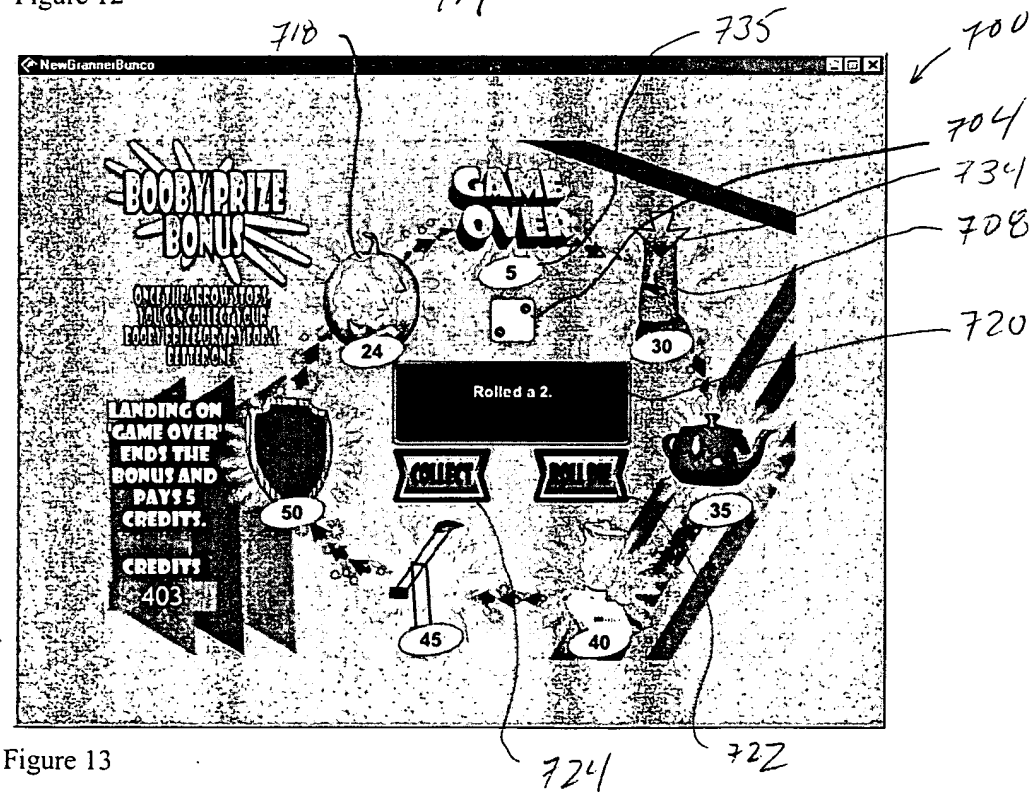

Figure 13

TOP SECRET 05656650

Figure 14

Figure 15

PATENT-6506060

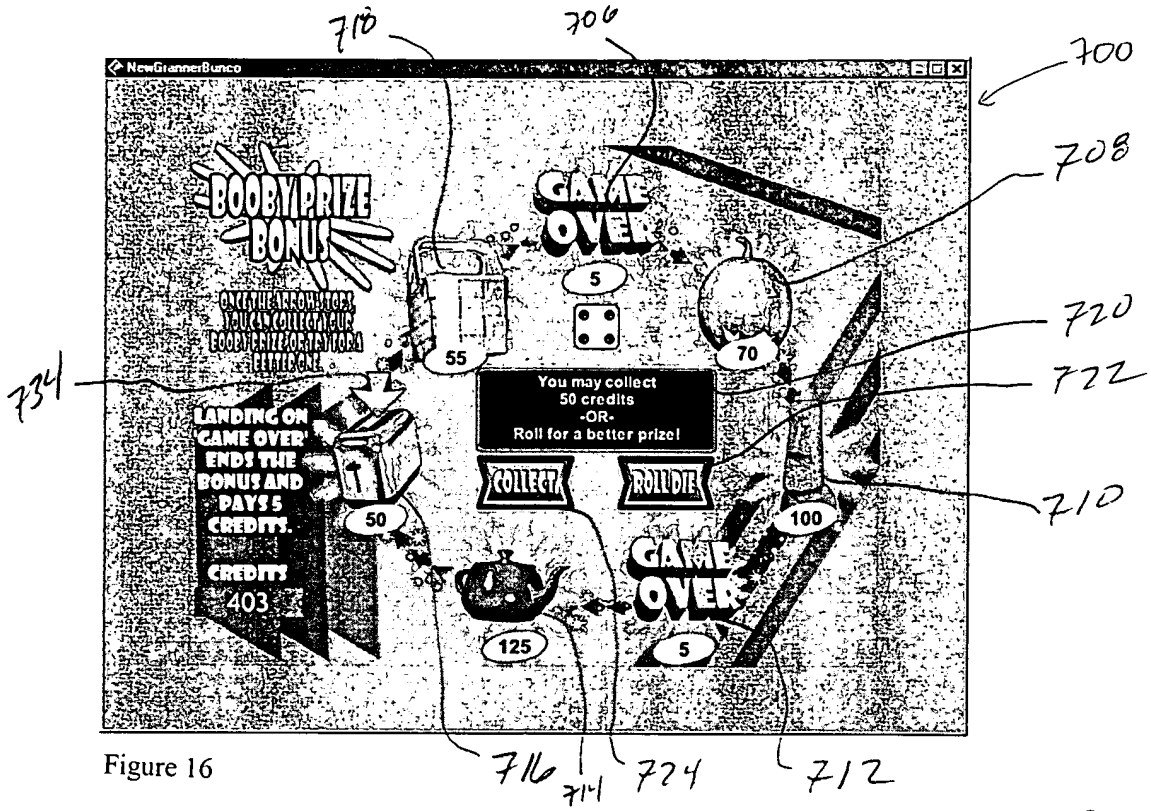

Figure 16

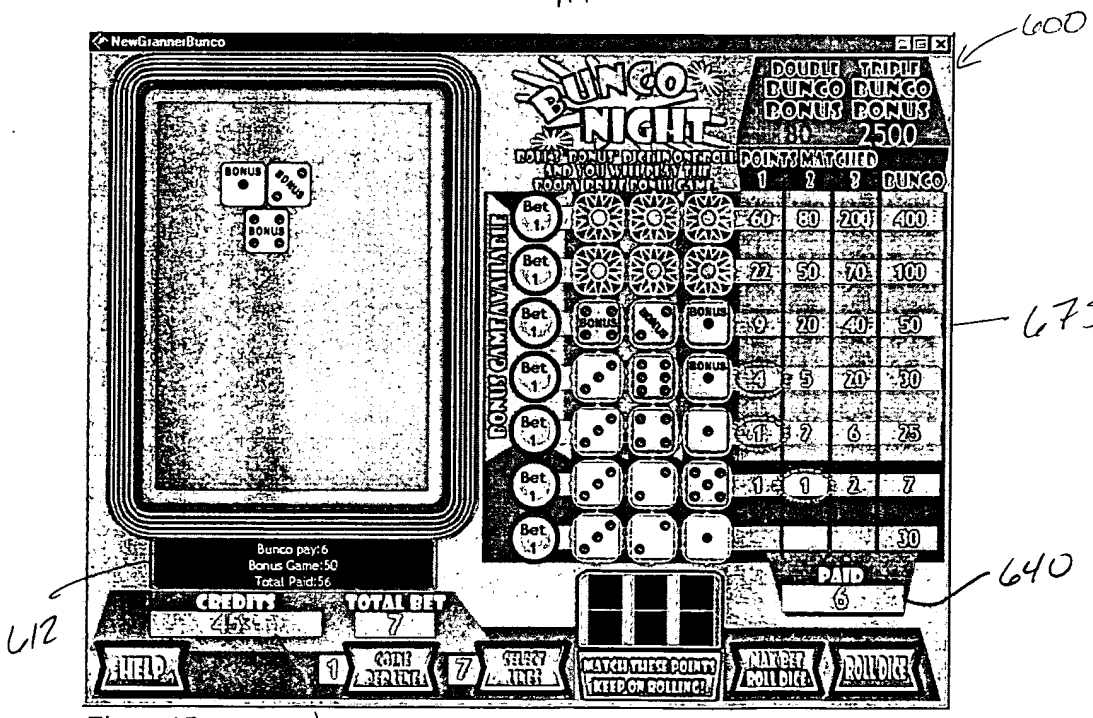

Figure 17

CASINO BUNCO - Flow Chart page 1

GAME START SEQUENCE

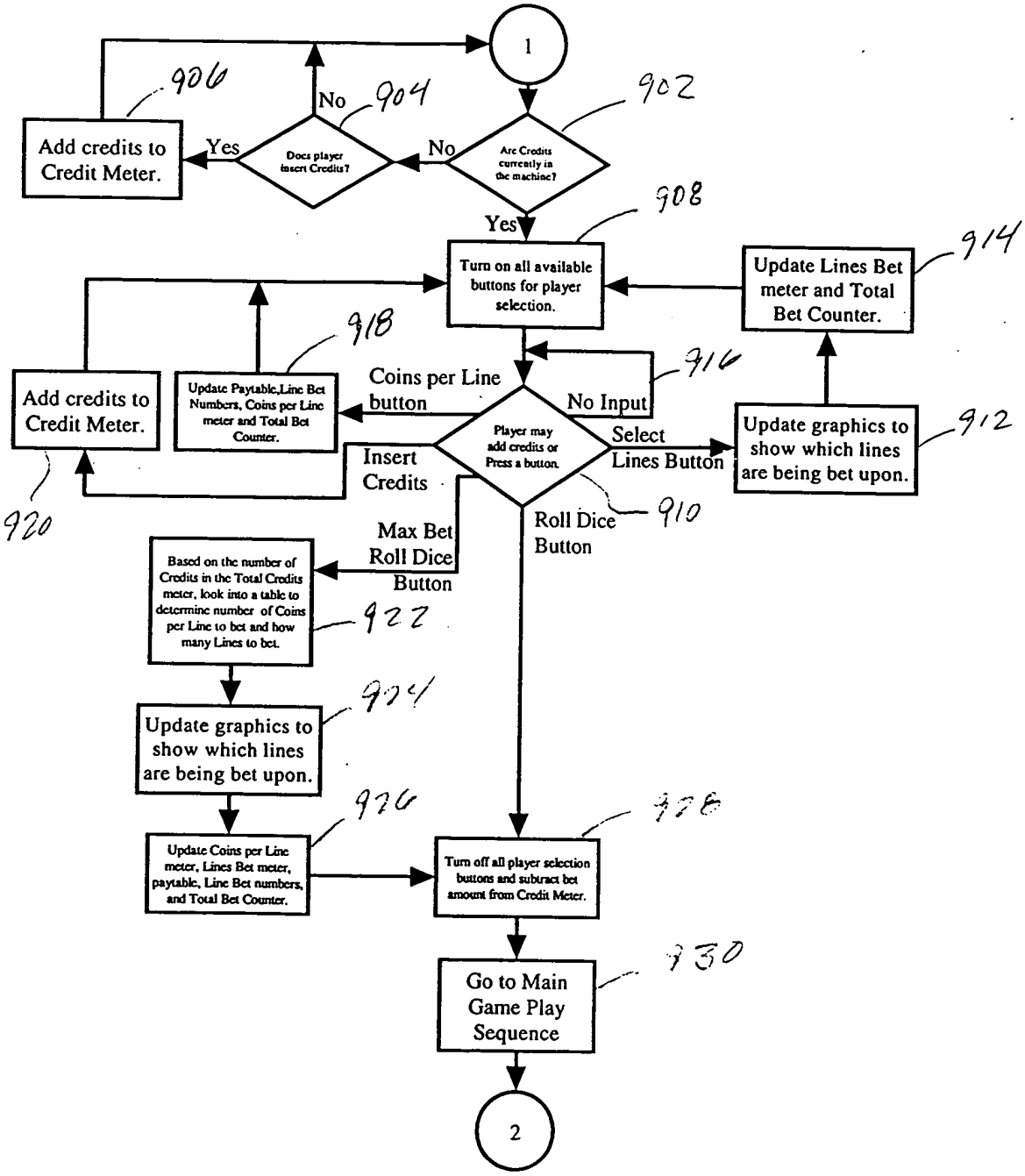

Figure 18

US 6,569,015 B2

CASINO BUNCO - Flow Chart page 2

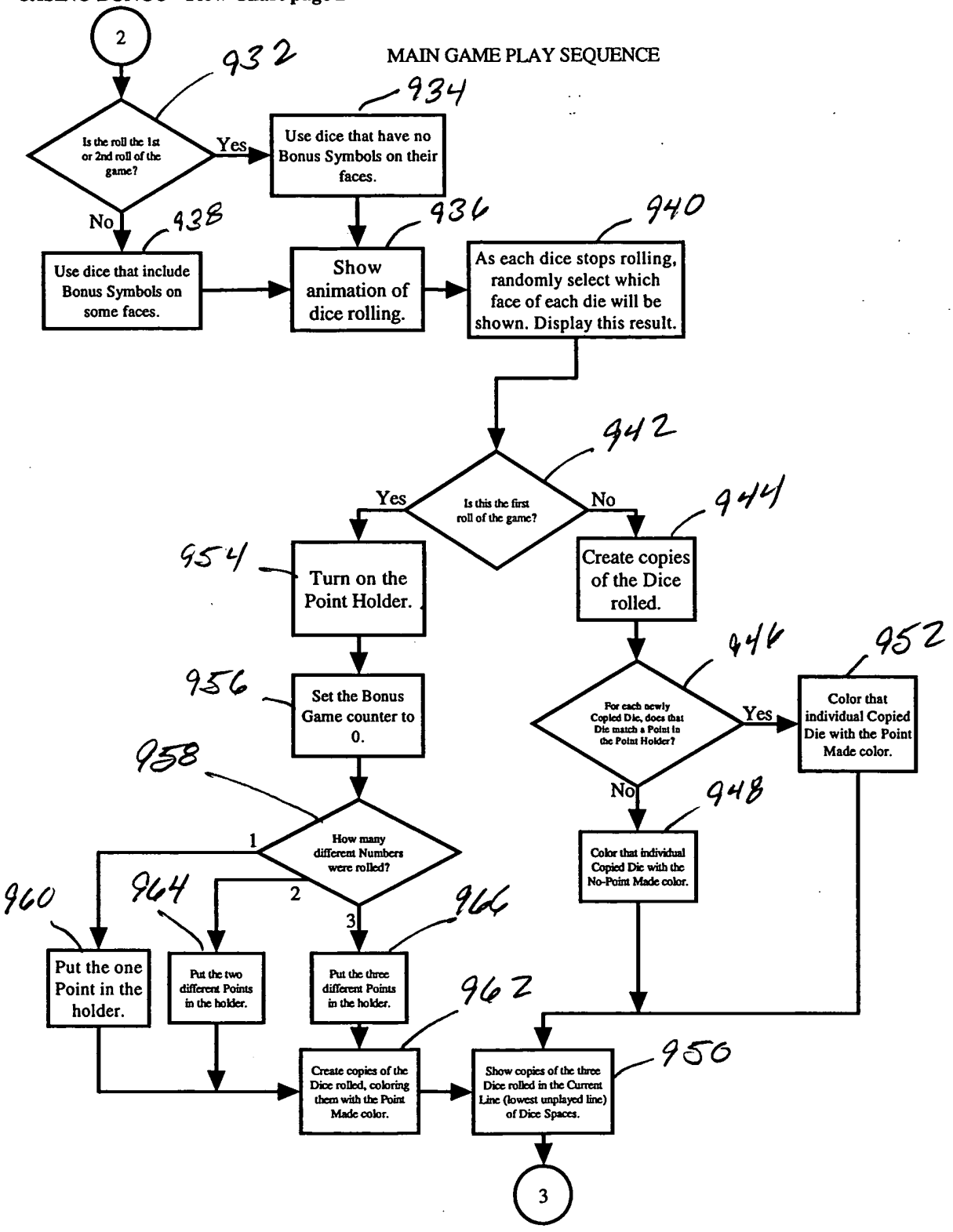

Figure 19

CASINO BUNCO - Flow Chart page 3

MAIN GAME PLAY SEQUENCE --
Determine Dice Roll

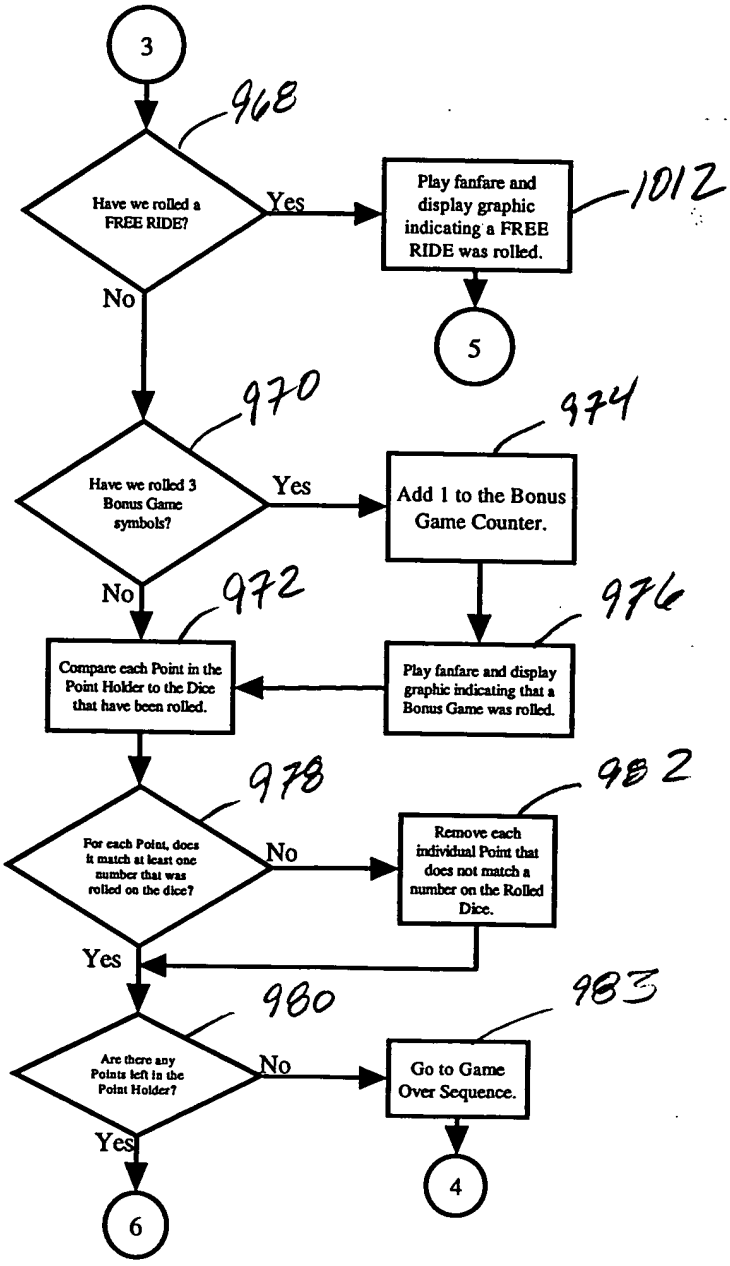

Figure 20

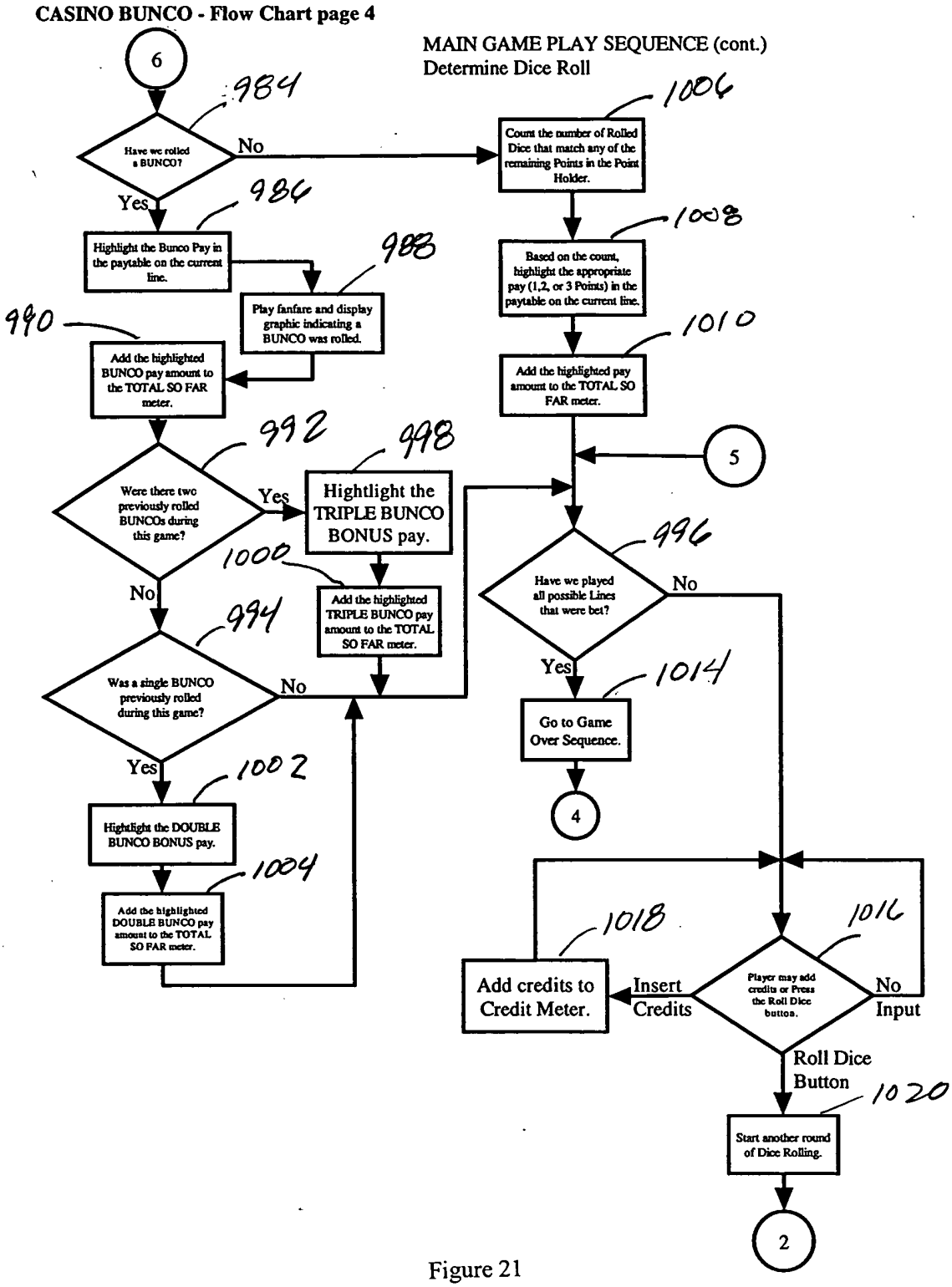
CASINO BUNCO - Flow Chart page 4
MAIN GAME PLAY SEQUENCE (cont.)
Determine Dice Roll
6
984
Have we rolled a BUNCO?
No
Yes
986
Highlight the Bunco Pay in the paytable on the current line.
988
Play fanfare and display graphic indicating a BUNCO was rolled.
990
Add the highlighted BUNCO pay amount to the TOTAL SO FAR meter.
992
Were there two previously rolled BUNCOs during this game?
Yes
998
Hightlight the TRIPLE BUNCO BONUS pay.
1000
Add the highlighted TRIPLE BUNCO pay amount to the TOTAL SO FAR meter.
No
994
Was a single BUNCO previously rolled during this game?
No
Yes
1002
Hightlight the DOUBLE BUNCO BONUS pay.
1004
Add the highlighted DOUBLE BUNCO pay amount to the TOTAL SO FAR meter.
1006
Count the number of Rolled Dice that match any of the remaining Points in the Point Holder.
1008
Based on the count, highlight the appropriate pay (1,2, or 3 Points) in the paytable on the current line.
1010
Add the highlighted pay amount to the TOTAL SO FAR meter.
5
996
Have we played all possible Lines that were bet?
No
Yes
1014
Go to Game Over Sequence.
4
1018
Add credits to Credit Meter.
Insert Credits
1016
Player may add credits or Press the Roll Dice button.
No Input
Roll Dice Button
1020
Start another round of Dice Rolling.
2

Figure 21

CASINO BUNCO - Flow Chart page 5

GAME OVER SEQUENCE

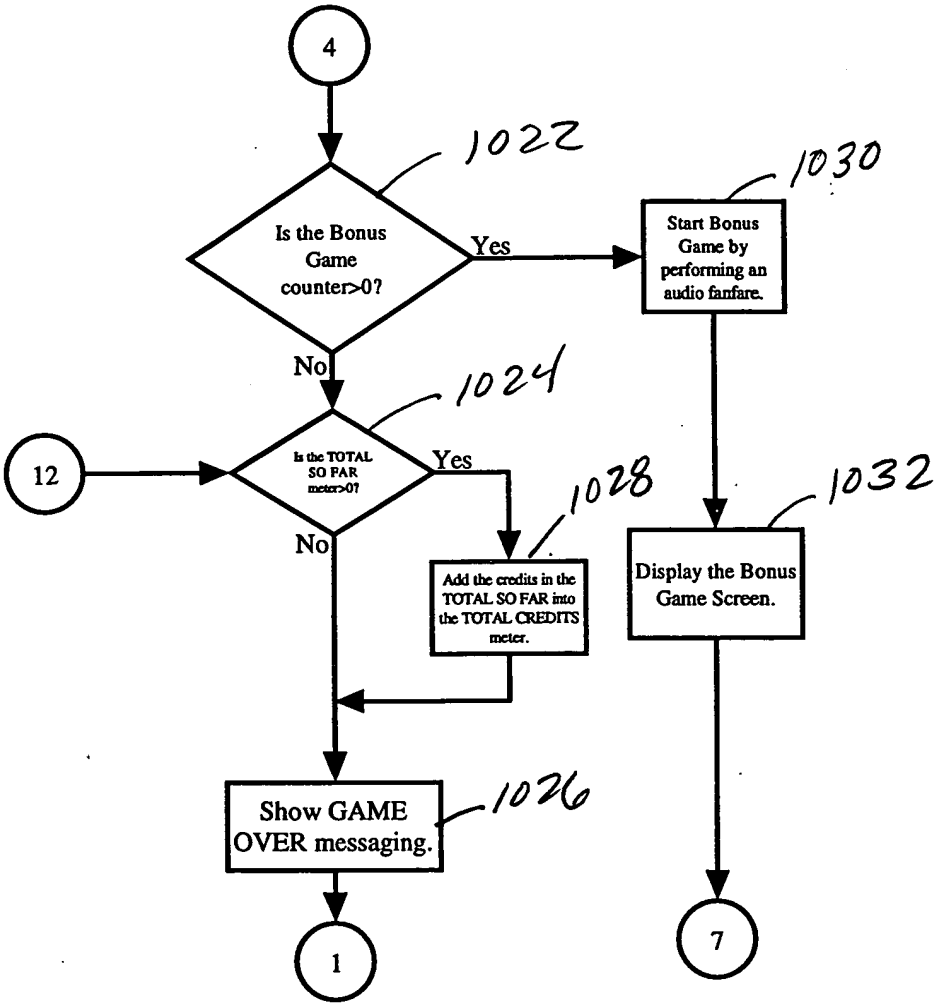

Figure 22

PATENT 6,559,860

CASINO BUNCO - Flow Chart page 6

Figure 24

BONUS GAME SEQUENCE

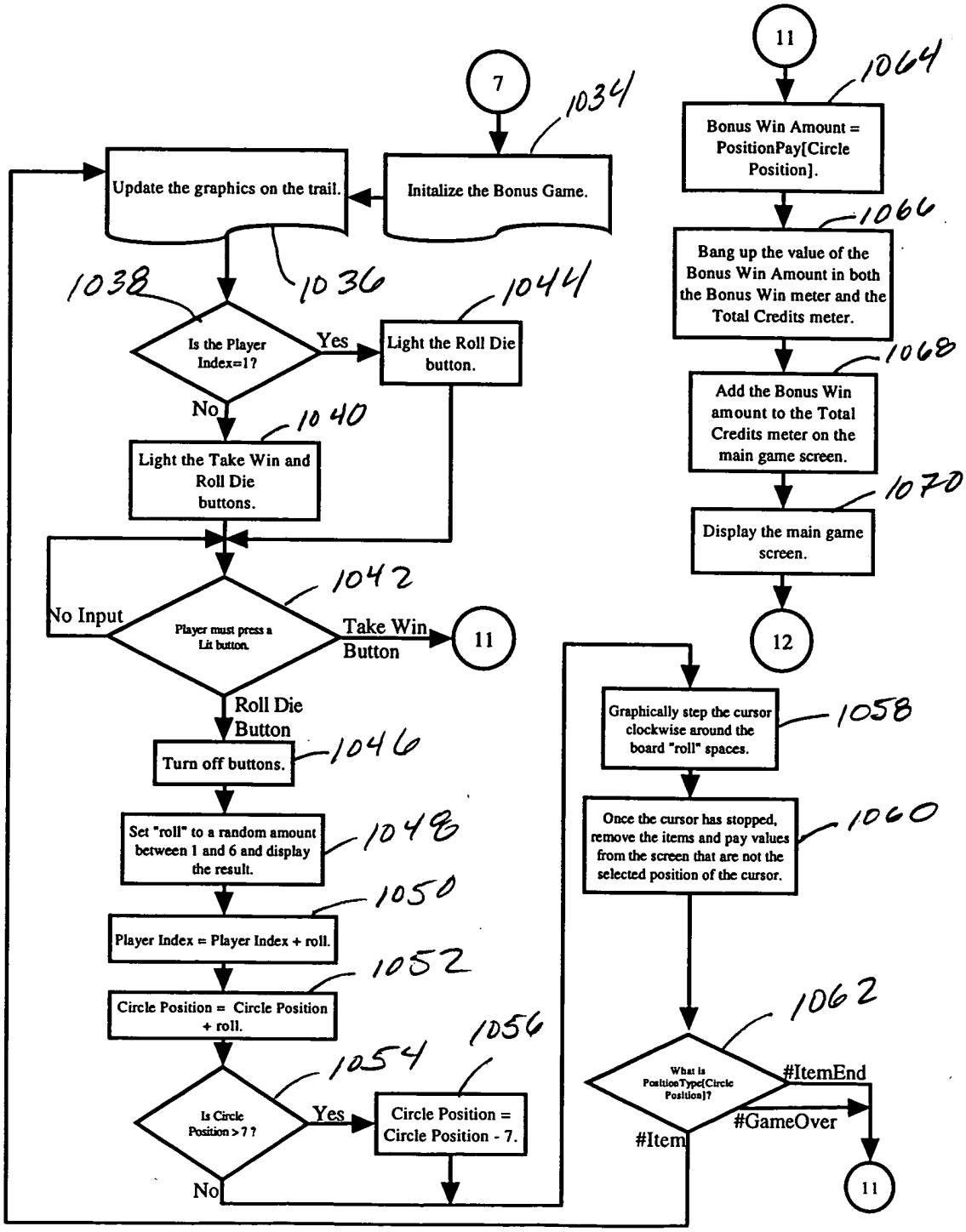

Figure 23

CASINO BUNCO - Flow Chart page 7

DETAILED BONUS GAME SEQUENCE--
This is a detailed explanation of what we do to initialize the various elements that are in use during the Bonus Game

The Player Index is a variable that describes where the player is at in the paytable and the item type table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear paytable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

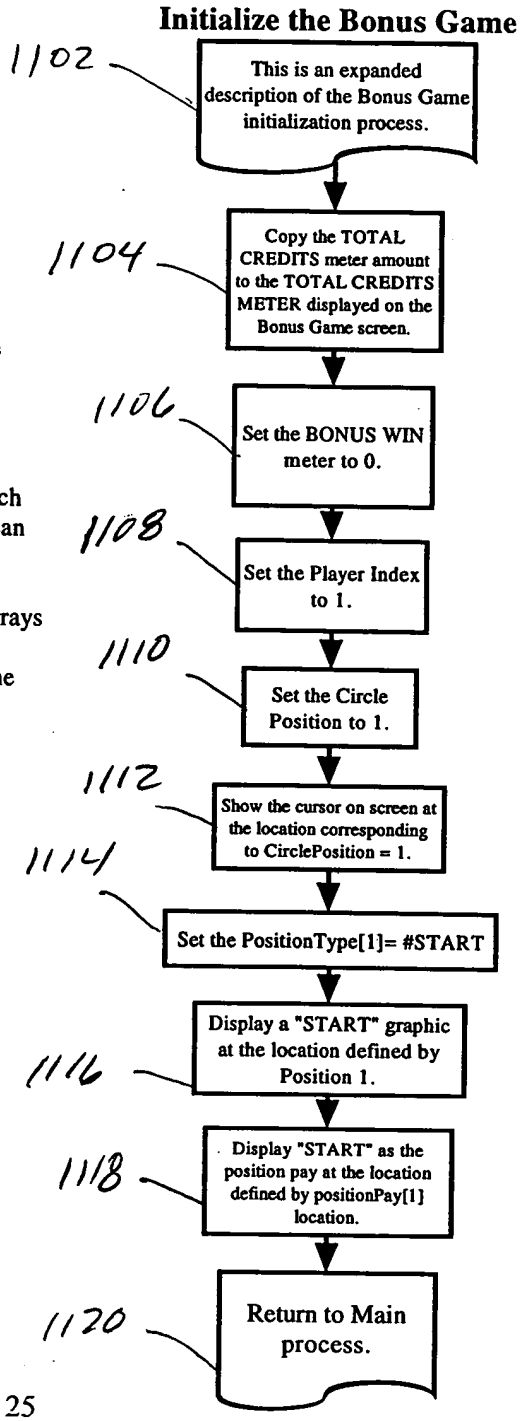

Figure 25

PATENT - 05/15/02

CASINO BUNCO - Flow Chart page 8

DETAILED BONUS GAME SEQUNCE - This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

Figure 26

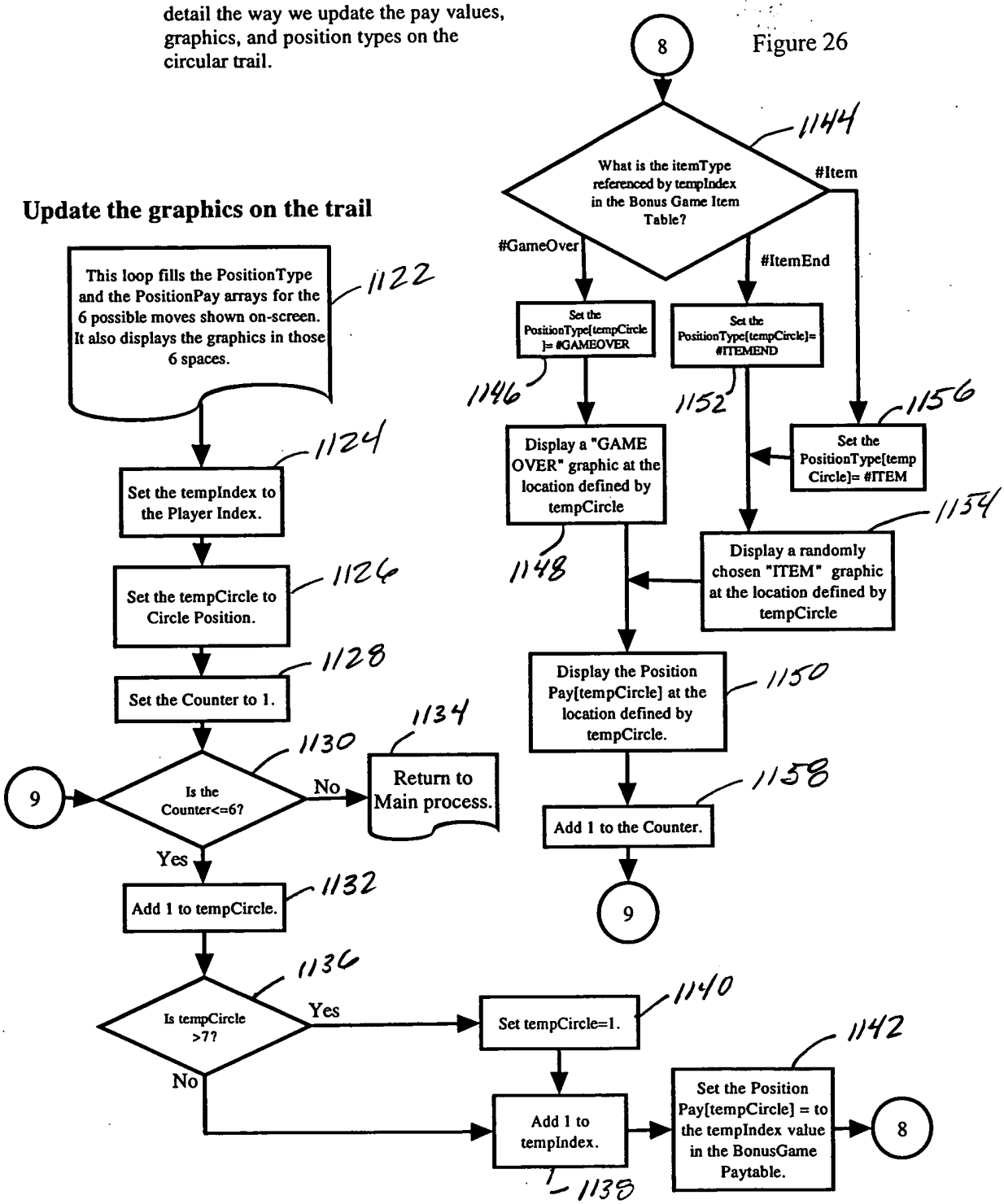

Figure 27

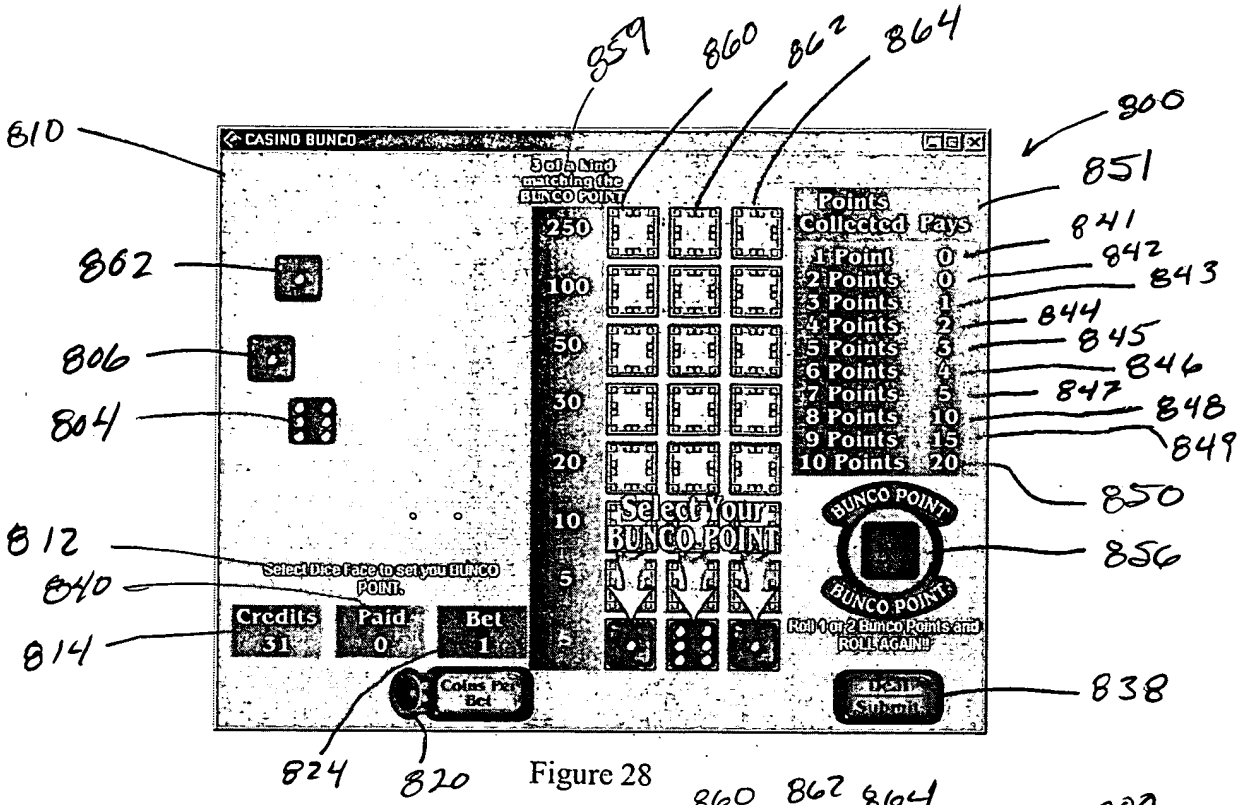

Figure 28

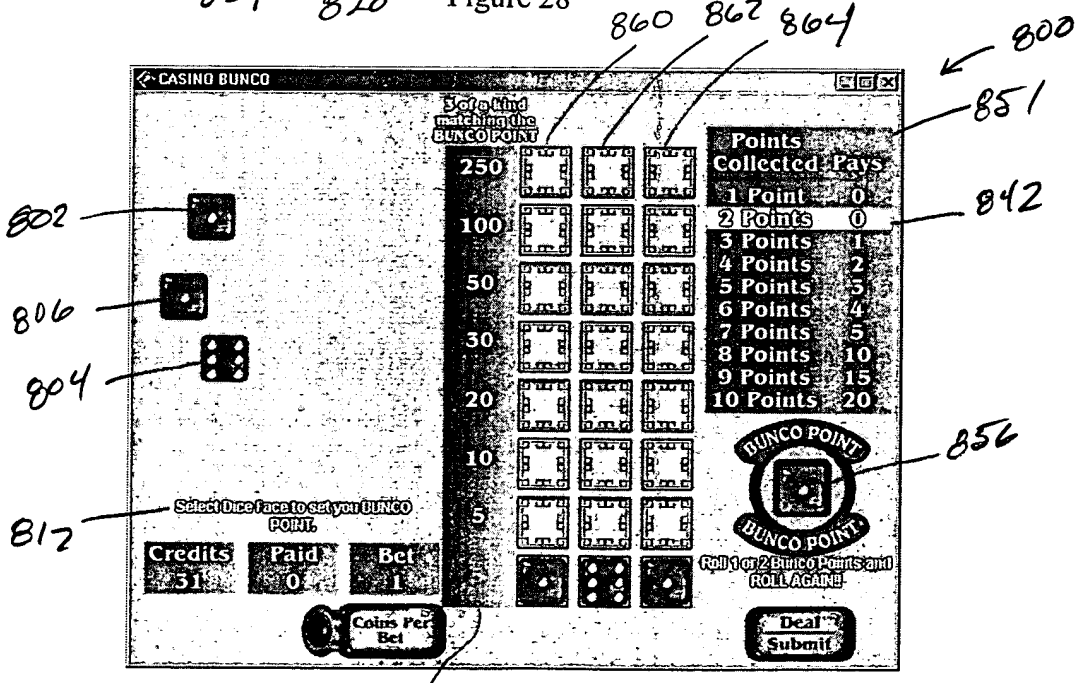

Figure 29

US 6,569,015 B2

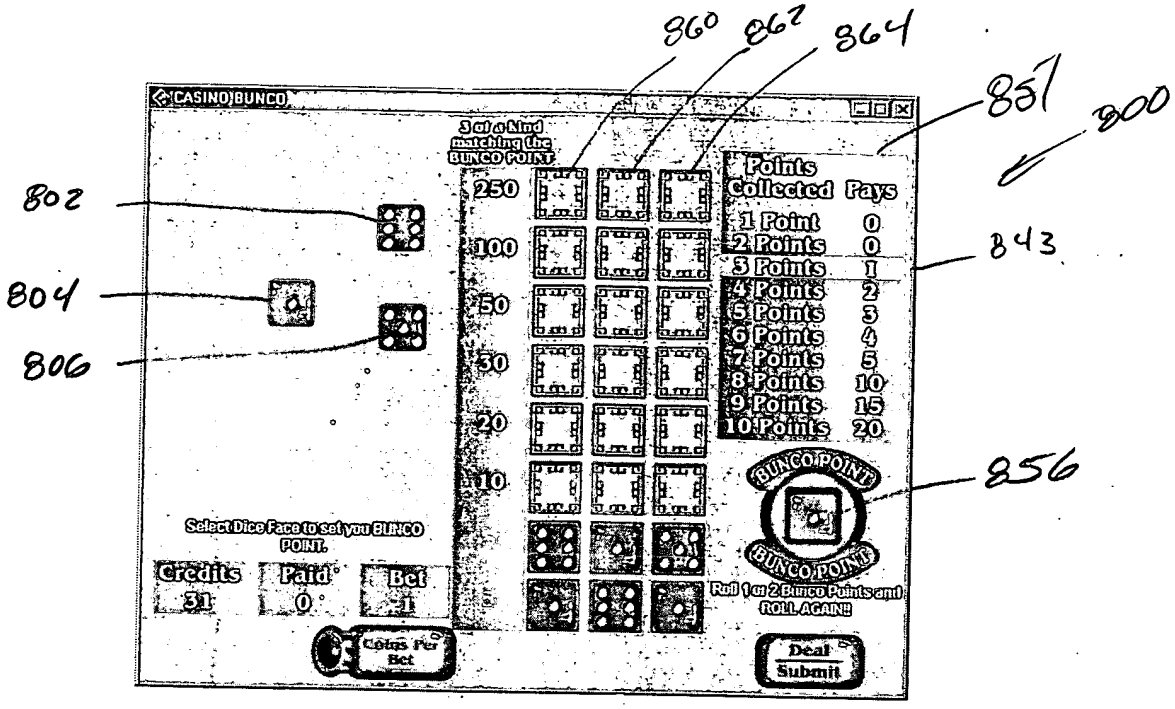

Figure 30

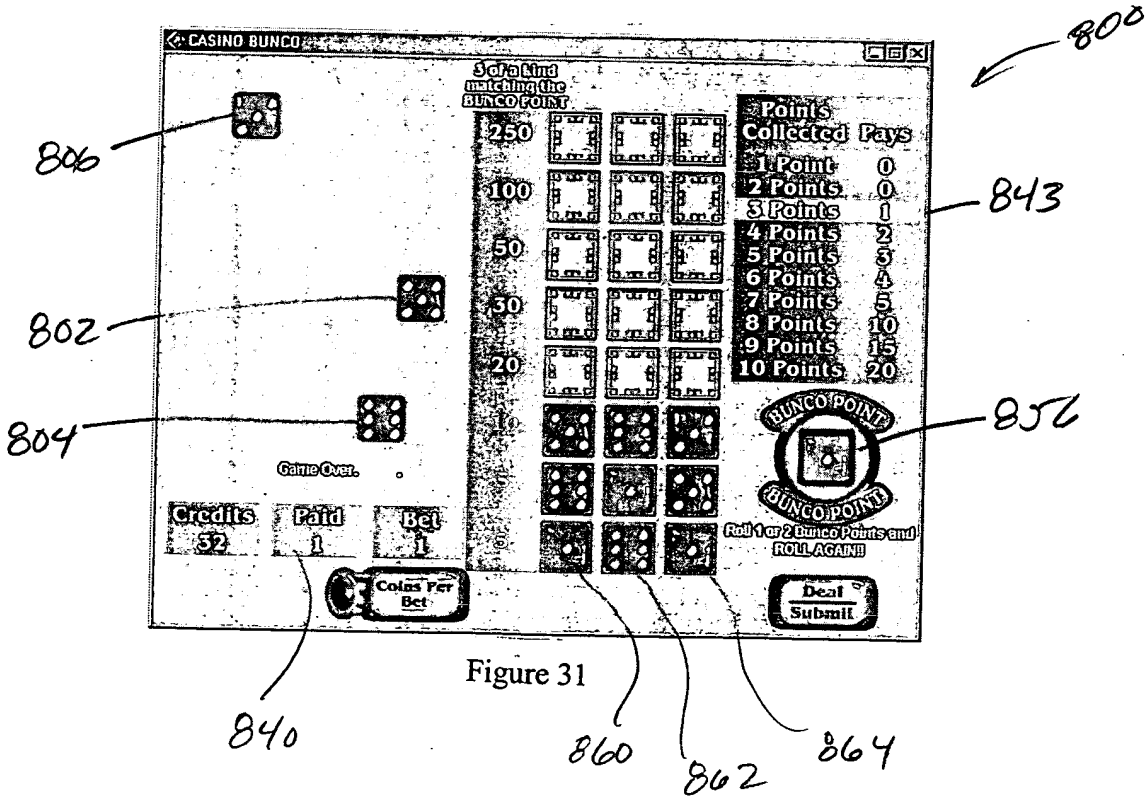

Figure 31

EDGETECH650

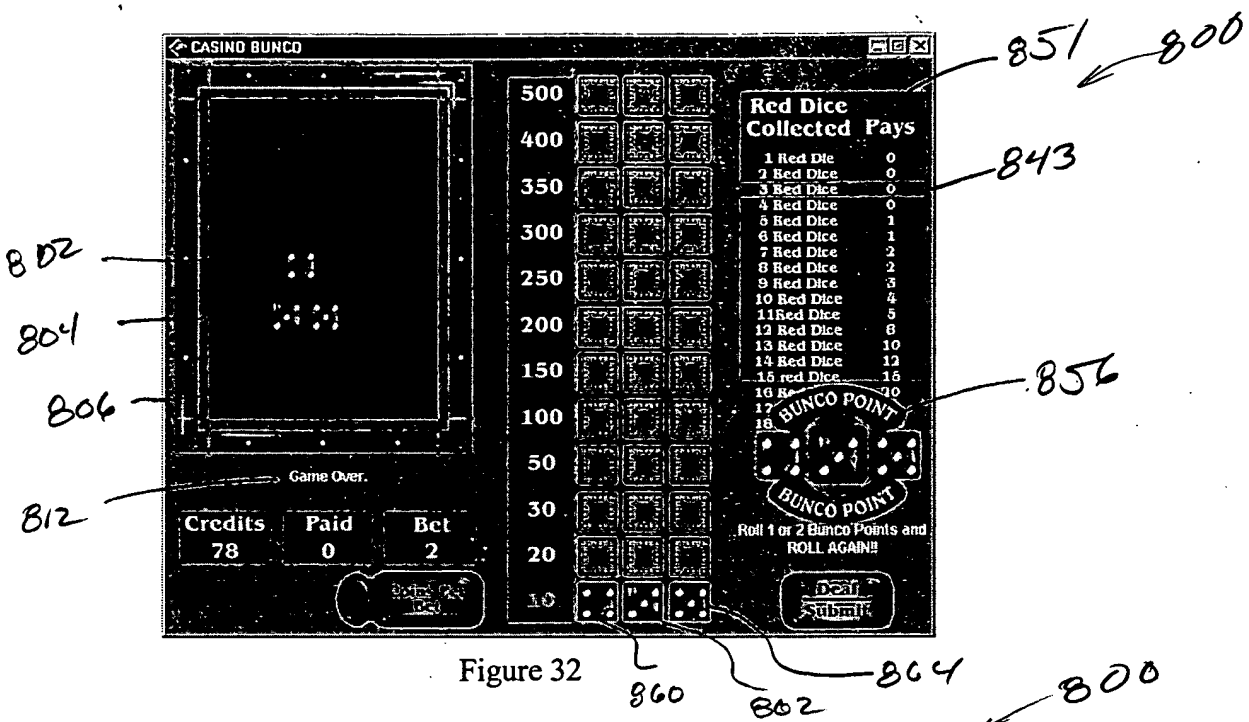

Figure 32

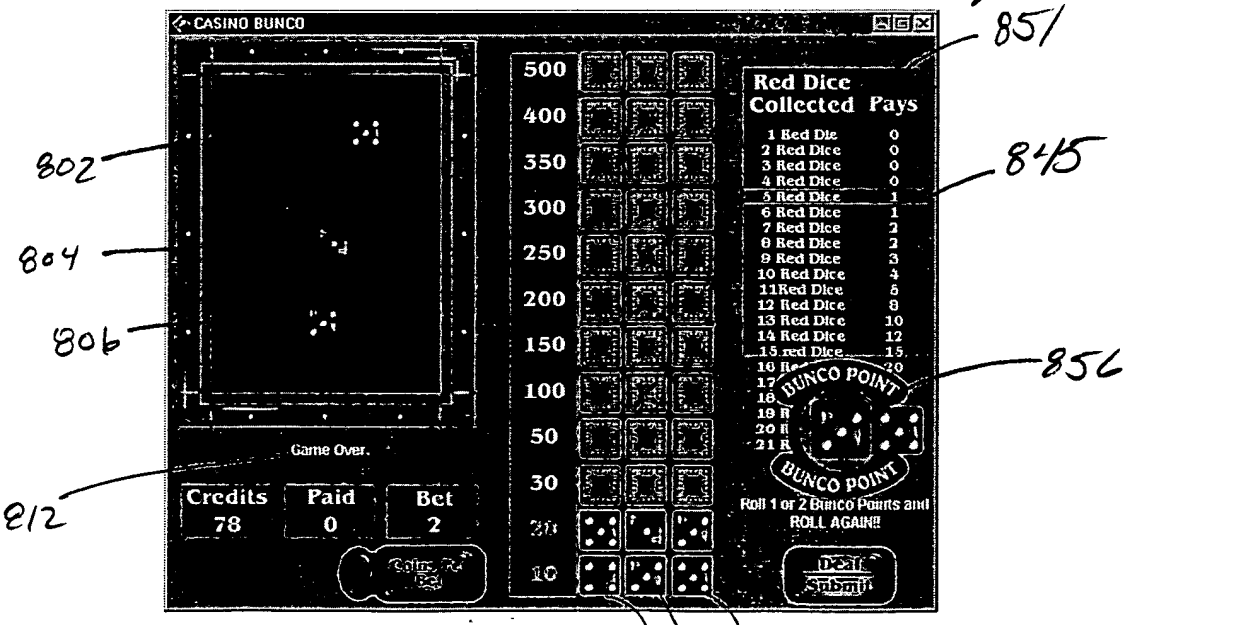

Figure 33

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EXHIBIT 1005

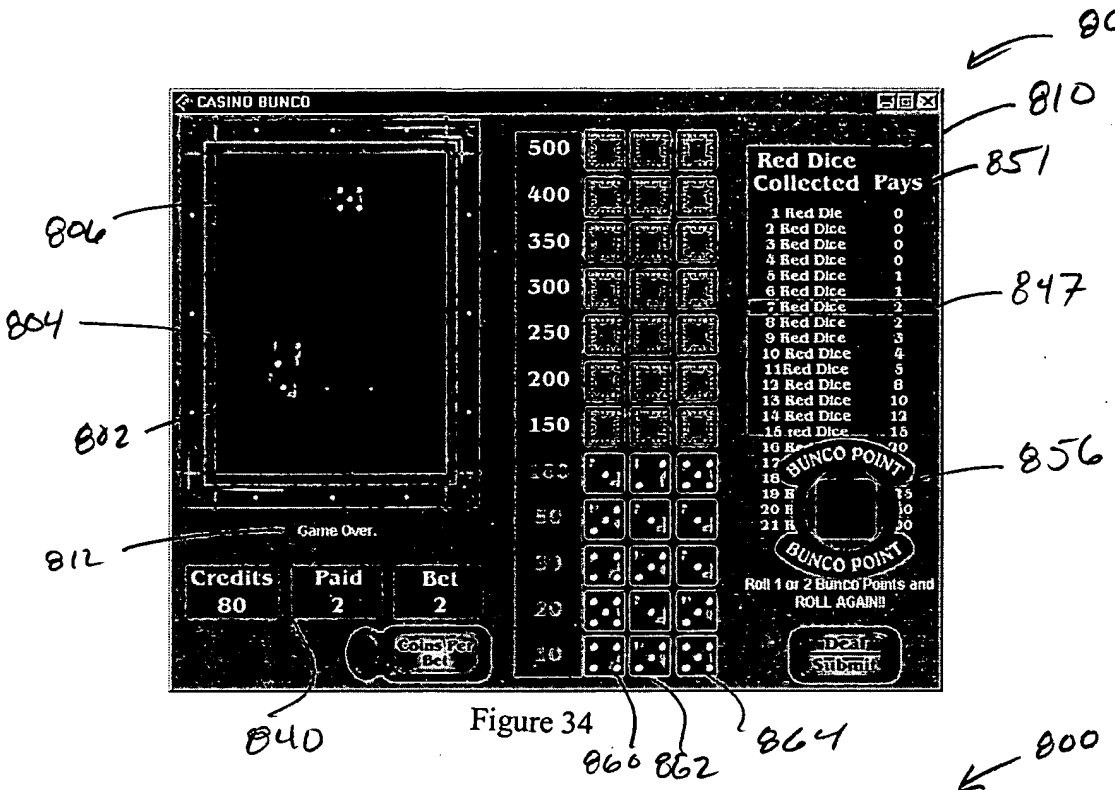

Figure 34

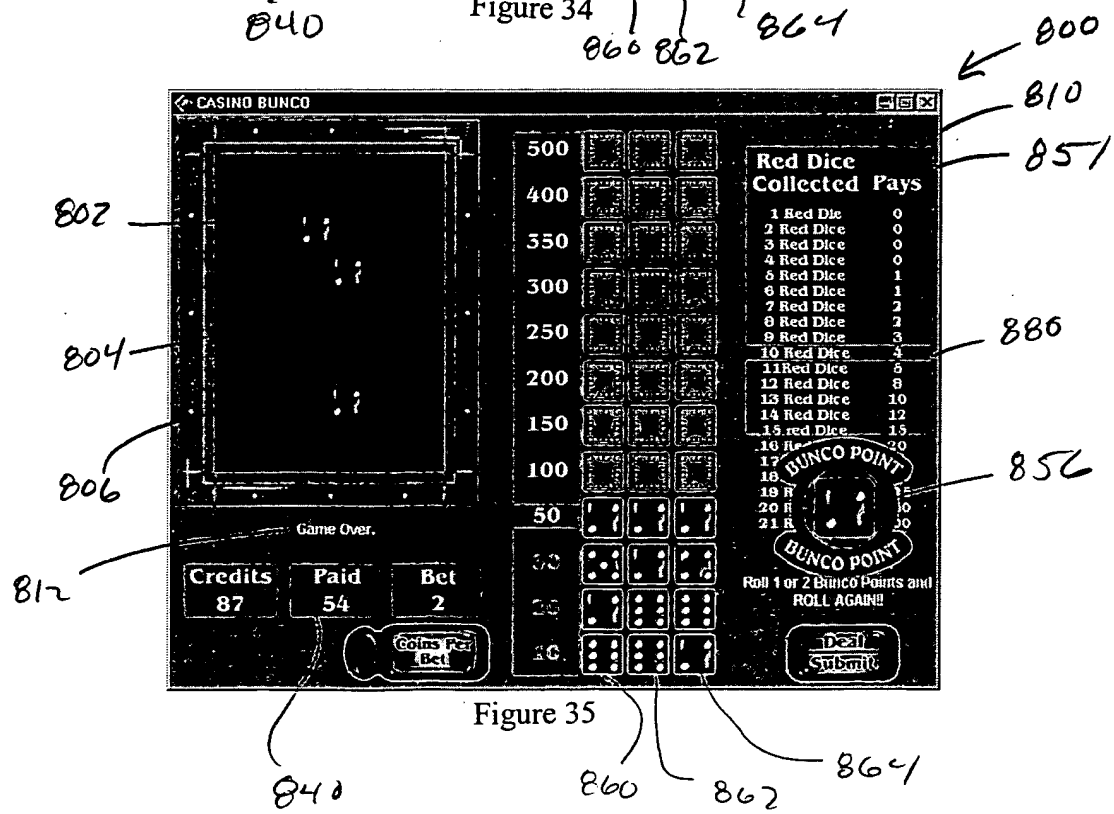

Figure 35